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Newsletter of the Combined Atari User Groups

ATARI BUYS FEDERATED

by David Lindsley, NWPAC

Sunnyvale, Calif. (AP)

Atari Corp., the personal computer and video game maker, has agreed to buy The Federated retail electronics chain for $67.3 million in cash. Under terms of a merger agreement, Atari will tender an offer for the 10.7 million outstanding shares of Federated stock by Aug. 28. The Federated Group Inc.'s seven-member board unanimously approved the $6.25-a-share offer, according to a joint statement the companies released Sunday. Atari will gain 65 retail consumer electronics stores in California, Arizona, Texas, and Kansas.

The above article appeared in national newspapers via AP as news of this announcement has sent a minor shock wave throughout the entire Atari Community. Although this is a major step for Atari to gain a foothold in the business computer market, others see this as a step in the wrong direction. There is a feeling of resentment on the parts of some Atari retailers that the aquisition of Federated could spell the end of Atari sales for their stores. One of their concerns is that in the past, Atari has made it a requirement of their retail oulets to also be an authorized service center for the machines that they sell. It is reported that Federated will *not* have to meet this requirement, and instead will simply send any defective units back to Atari for repair or replacement.

Another worry is that since Federated is such a large chain with a reputation of mass discounts on their electronics, that they will effectively wipe out the smaller retail outlet that has for so long been an avid supporter of Atari products.

Not so, says Neil Harris, public relations

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Happy Halloween!

nwpac
N.W. Phoenix Atari Connection
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sevilc
SOUTH EAST VALLEY ATARI CONNECTION

NYBBLES & BYTES

This newsletter is written and published monthly by the North West Phoenix Atari Connection (NWPAC) and the SouthEast Valley Atari Connection (SEVAC).

Both groups are non-profit organizations devoted to the exchange of information concerning all Atari computers. Neither NWPAC or SEVAC are affilated with Atari Inc.

NYBBLES & BYTES welcomes contributions of articles, reviews, and other material related to Atari computer products. See instructions below.

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CLUB BBS

P.A.U.G.S. (Phoenix Atari User Groups)

NWPAC and SEVAC provide a BBS system for its members at 242-4259. The system is operated 24 hours a day, 7 days a week. BBS usage is restricted to club members or on an exchange basis with other user groups. For additional information, call either Bill Smith at 934-9935.

New BBS for uploading articles

The newsletter editor now has a BBS dedicated solely to the uploading of articles, classified ads, reviews, pictures, etc. for use in *NYBBLES & BYTES*. This will greatly relieve the problems of uploading newsletter items in the past. The BBS is operated only on Friday and Saturday nights from 10 pm to 7 am the following morning. The number is 265-7849.

All text should be in ASCII format. 1st word is suggested for the ST's with the WP mode off. Atari Writer is suggested for the 8-bits.

Pictures, illustrations, etc, can be in either 8 Bit or ST format. However, keep in mind, that since this newsletter is in black & white, certain color pictures will loose clarity in translation. High resolution DEGAS or Graphics 8 pictures will work the best.

Deadline for copy to be included in the following month's issue is the 15th day of each month.

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Classified ads of a non-commercial nature are free to all current members.
Camera-ready commercial rates are:

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GETTING IT ALL TOGETHER

Winning the Mating Game

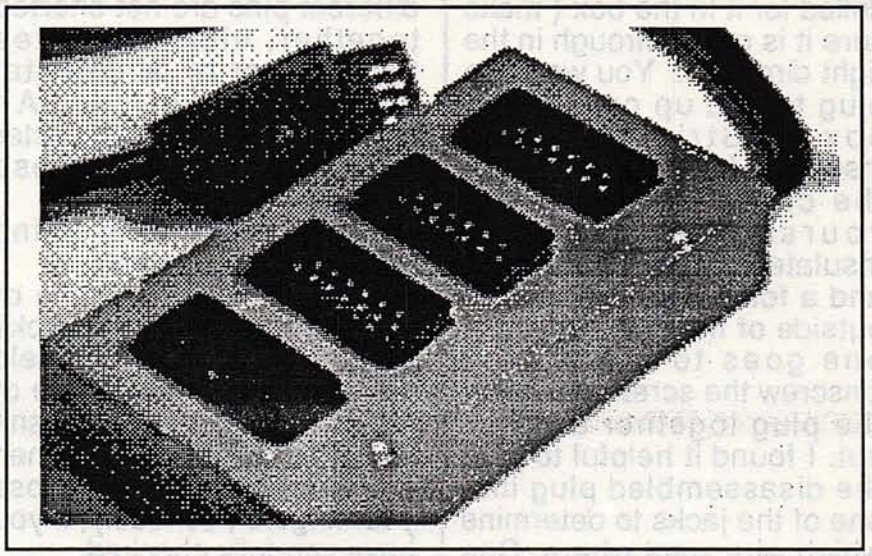
by Mike Zachary, NWPAC

I love my Atari system, but I hate the way it all connects together. Every time I want to pull out a device for cleaning or whatever, I have to disconnect 2 cables from it. I hate it ! But what I hate even more is having an XM301 modem and not being able to connect it because my printer interface is already occupying the end of the chain. Actually, in my case, the preceding paragraph should be in past tense. If it is present tense for you, please read on.

I have built a connector box for my system which consists of a cable going to the computer and four 13-pin jacks (one for each of my peripherals. Your system may vary , and don't forget about future plans). The 13-pin jacks are available mail-order from American TV (see their ads in any issue of ANALOG) and probably from other sources as well.

I don't know of any local sources for these . The cable is available locally at Computer Works and probably other places as well. Other supplies and tools include a metal box to support and shield the parts and a soldering iron to put it together. If you don't like to solder, I suggest that you find somebody who does to build this for you (not me !). The 4-jack model I built required 65 solder joints.

Also reqired is some 18 guage solid wire to connect the jacks together (solid wire is needed to prevent side-to-side movement of the jacks).



Michael Zachary's completed connector box

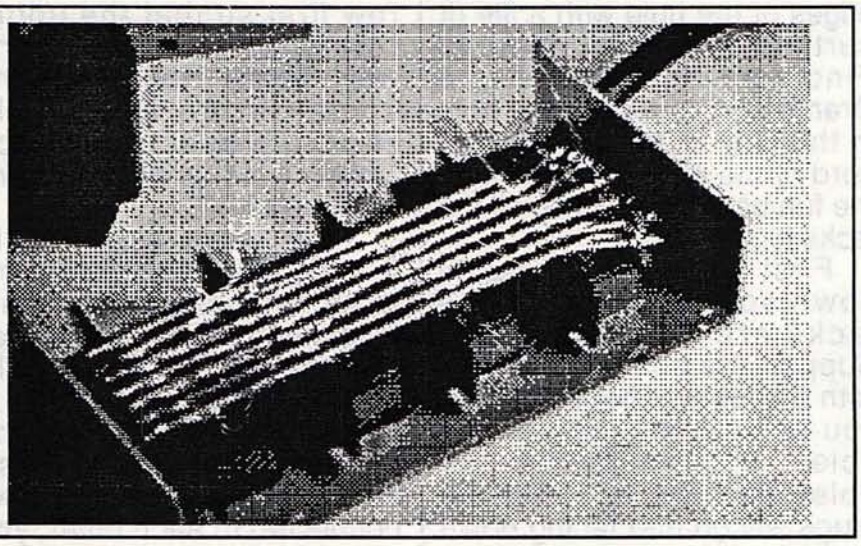
The first step is to cut holes in the top of the box for the jacks . I used a Dremel tool for this. If you don't have one, I suppose you could drill a number of holes around the section you want to cut out, knock out as much as possible, and smooth the edges of the hole with a file (it hurts to even think about it. Find somebody who has a Dremel tool). Also drill a hole in the side of the box for the cord of the cable. Now comes the fun part ; connecting all the jacks together.

First turn the box upside down so the holes for the jacks are on the bottom. Support the box at the edges with a couple of books so that you can put the jacks in the holes. Put the jacks in the holes with the end that the plugs will go into facing down and the right angle bends in the pins all facing the same direction. Cut a length of wire long enough to connect all the jacks, strip the insulation (if any) off of it, and make it as straight as you can. Solder it to one of the pins in the lower row of pins on the back side of the jacks (the side that the plugs don't plug into). You want to connect the pins in the lower row first so that the upper row wires won't be in the way. Solder the wire to the same pin on each jack, checking to see that each jack is straight before soldering it.

The same process is followed for each pin on the jacks (for those of you with a little electrical knowledge, all the jacks are simply connected in parallel). Remember to connect the pins in the lower row first. After you have the jacks connected to each other, you must connect the cable to

them. To do this, first cut off one end of the cable and feed the cut end through the hole drilled for it in the box (make sure it is going through in the right direction. You want the plug to end up outside the box). Strip the outer insulation from the cut end of the cable. You will find yourself looking at 12 insulated wires, 1 bare wire, and a foil shield around the outside of them. Now, which one goes to which pin? Unscrew the screw that holds the plug together and find out. I found it helpful to plug the disassembled plug into one of the jacks to determine which wire went where. One caution; some of the colors are very similar - make sure you have the right wire. Solder each wire to the appropriate pin (don't worry about the foil shield at this time). The bare wire should have some insulation put on it; a discarded piece from the wire used to connect the jacks together will do fine; just slip it on to the wire. Check your work carefully. Each pin must be connected to the same pin on all the jacks and on the plug. You must also make sure that different pins are not shorted together, either by wires touching or by accidental solder connections. An ohmmeter or continuity tester is helpful in making these checks.

Finally, put everything together and put some cardboard in the bottom of the box to prevent the jacks from moving. The foil shield can be taped to the inside of the box (make sure it doesn't touch any bare wires). Then plug everything in and cross your fingers (seriously, if you have carefully checked everything, it should be OK. Even if there is a short , I have found my computer to be quite rugged. It has survived several direct shorts between 5 volts and ground with no repairs needed). If you still have questions, please talk to me at a meeting (I get to nearly every one of them) or leave me a message on the club BBS. Mike Zachary



Inside view of box showing parallel wire arrangement.

FEDERATED

continued from page 1

representative for Atari. "Dealers have nothing to fear from Federated. I can't see Federated competing with dealers for high-end, business systems sales. Federated is kind of a "'supermarket' for electronic products -- audio, video, computers, and video games. Federated has been an Atari dealer all along -- 8 bit in Texas, and ST chainwide.

" I expect that this will boost our distribution on 520 ST, 8-bit, and game produsts. But it's too soon to tell on much of this."

However Atari stock went down to 12.75 a share as a result of the announcement and at least one distributor of Atari products to dealers, East Texas Distributors, has discontinued selling any Atari hardware and is considering discontinuing its line of software as well as a result of the Federated buyout. Others are in a "wait and see" attitude and will make a decision as events take their course.

The real irony in the purchase of Federated is the history of Federated's chainwide lack of enthusasum for the Atari line. Although they sell the Atari 520 ST, it is a common sight to find the ST disabled, without a mouse or software running, while the Amiga is going full force. The reason is simple: the salesforce stand to earn a heaftier commision by pushing the more expensive Amiga.

It will be interesting to see the changes that will be made, now that Atari *owns* the store!

MR. DAVE'S RANDOM BITS

by Dave Thorson, NWPAC

This month we'll see how to latch joysticks on an eight-bitter and find out about a wonderful new MIDI contraption. But first, let's help out an old friend.

Many of you may have heard of Jerry Pournelle, a regular contributor to BYTE magazine and more recently Info World. Mr. Pournelle is one of the few established writers in the non-Atari computing news world that highly praises Atari computers, even in Info World where the only languages spoken consist of short, three-letter words like "MAC" and "IBM." In a recent issue of Info World he wrote at great length about a move the FCC is contemplating. It appears they are planning to allow local telephone companies to charge "access charges" from companies supplying networks for local access to such on-line services as Compuserve and Genie. He states,

> *"the FCC commissioners have voted 4-0 to subject computer users of telephone networks .... to substantially higher fees, estimated to be on the order of $4.50 to $5.50 an hour. My guess is that those estimates are low."*

Well, an extra 5 bucks an hour may not be much to the Dow Jones wizard who stands to gain thousands from the investment scoops he finds there, but to you and me this means Genie rates will effectively double! The new ruling will become an expensive fact of life on January 1st... But wait, that gives us several months to write and complain, possibly to change their minds! If only we can muster enough support, get enough people to write the FCC (perhaps Congressmen and Senators?) But where to write? I'm glad you asked. According to Jerry you can write:

> FCC Secretary's Office
> 1919 M Street N.W.
> Room 222
> Washington D.C. 20554

In your letter, refer to "Interstate Access Charges Exemption for Enhanced Service Providers CC Docket 87-28." The FCC must respond in writing to all citizen inquries, so someone will be listening!

You can get a copy of the order by calling the FCC at (202) 632- 7000. You'll be helping Jerry, but more importantly you'll be helping all of us -- Jerry's Kids (Sorry, Mr. Lewis)

On to the MIDI news. Yamaha has introduced a new box called the MEP4 (MIDI EVENT PROCESSOR). It will hold up to 60 "programs", each defining a different type of MIDI signal processing. When a program is selected, it can send out program change date, pitch detuning data, and control change messages to any of four synths. A built in channel filter can "transpose" channels, so data sent in one channel by a master synth can be sent out over another channel to another synth. A message filter can strip out pitch bends and extract any other MIDI information not normally accepted by one or some of the synths on any of 16 channels. A "data modifier" can change one type of MIDI signal to to another, for example Pitch to Aftertouch, Note On to Note Off, and so on. A "delay processor" can add a delay from zero to three seconds to any channel for echos and similar effects. An "output assigner" can route any of the four signal processors to any of the four output ports. Quite a bunch of flexibility if you have several synths and need a way to tie them all together without constraining anything. Now if they'll just come out with a way to tie all my Atari computers, monitors and preipherals together.... Thanks to Electronic Musician, July 1987, for this info. The article decribed the equipment used by David Rosenthal in "Live Keyboards with Cyndi Lauper."

Finally, a programming technique for 8-bitters that you may not have caught before. Called latching, it lets you keep track of whether a joystick trigger has been pressed since you last read it. Your program can be off cavorting in tight

number-crunching loops or moving players and missiles, and then, as it pauses to catch its breath, it casually strolls over to STRIG and asks if anything's happening. STRIG can tell if a trigger has been pressed even if it was released an hour before. What magic wand do you wave over your computer to make it do this? Will Atari release it by Christmas? Fear not, your computer already has location 53277, doesn't it? All four of mine do. I know, I looked. Below is a quick program to demonstrate the concept. All you do is poke a 4 into 53277 to enable latching, and a zero to disable it. Once a trigger has been "caught in the act," you must poke a zero into 53277 to clear it. In the demo, a series of "010101..." is slowly displayed. If joystick trigger in port 0 is pressed, the 0 will be shown in inverse; if a trigger connected to port 1 is pressed then the 1 will be inverse. After five reads, the program clears the latch. You cannot clear and latch individual triggers; it's all or nothing. Press BREAK to exit the program. Oh yes, you can leave out the REM statements if you want. Location 752 gets a one to turn off the cursor, and 764 contains the keyscan code (no relation to ATASCII) of the last key pressed -- give it 255 to clear the last keypress. We're interested only in the "0" and "4" keys, scan codes 50 and 24, respectably. The four underlined characters must be typed in inverse video or you'll not see the intent of the demo.

Since 53277 is also called GRACTL and turns players and missiles on and off in bits 0 and 1, you might have some extra programming fun if you want to latch triggers (bit 2) at the same time. Just add 4 to the old location's contents to enable latching, and replace the old contents to disable it:

```
500 GRACTL=PEEK(53277)
510 IF ENABLE THEN POKE
53277,GRACTL+4
520 IF DISABLE THEN POKE
53277,GRACTL
```

Simple, huh? If you find a good use for this stuff, three cheers! It might be handy in a game where you don't need an immediate reaction, such as an adventure or trivia challenge. It would be great for menu selections in joystick-driven quizzes or for selecting game options while playing music or moving bizzarre thingies across a title screen. The user wouldn't get frustrated by your program "ignoring" her commands simply because it's too busy to check STRIG() at the exact moment she presses the button.

Well, that's it for this month. I hope I've joggled your bits a bit. See you next time....

... Mr. Dave

Here's the program:

```
0 GRAPHICS 0:POKE 752,
1:? :? ,"TRIGGER LATCH DEMO":? :? ,"4-ENABLE LATCH":? ,"0-DISABLE
(NORMAL)":POKE 764,255
1 I=PEEK(764):IF I=50 THEN LATCH=0:GOTO 4:REM I=50 MEANS "0" KEY PRESSED
2 IF I=24 THEN LATCH=4:GOTO 4:REM "4" KEY PRESSED
3 GOTO 1:REM GO BACK FOR A VALID KEY
4 ? CHR$(125):? "0,1=NO TRIGGER; 0,1=TRIG. PRESSED":? "LATCH ";
5 J0=0:J1=1:POKE 53277,LATCH:POKE 752,1:IF K=0 THEN DIM A$(1),B$(1):K=1
6 IF LATCH=0 THEN ? "DISABLED (NORMAL)"
7 IF LATCH=4 THEN ? "ENABLED, CLEARED AFTER 5 READS"
8 ? :? "PRESS KEY TO CHANGE LATCH MODE"
9 ? :? :FOR I=1 TO 100:NEXT I:POKE 764,255
10 A$="0":B$="1":REM FOR SCREEN OUTPUT
14 IF STRIG(0)=0 THEN A$="0":J0=J0+1:IF J0>4 THEN J0=0:POKE 53277,0:POKE
53277,LATCH:REM CLEAR; ENABLE IF LATCH=4
15 IF STRIG(1)=0 THEN B$="1":J1=J1+1:IF J1>4 THEN J1=1:POKE 53277,0:POKE
53277,LATCH
19 IF PEEK(764)<>255 THEN POKE 764,255:GOTO 0:REM CHECK FOR KEYPRESS
20 ? A$;B$;:FOR I=1 TO 500:NEXT I:GOTO 10:REM DELAY BETWEEN READS
```

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PRESIDENT'S MESSAGE

By Steve Marshall, NWPAC

Well, the Computerama is behind us and by all appearances it was a success. A big thanks to Joe Krysa and Penny Martin for all their hard work in coordinating NWPAC's booth. I haven't had an opportunity to talk to Joe or penny since the show but I know that the multi-player "Kill A Happy Face" game was a big hit and raised some needed funds for charity. The show was pretty well attended and I think everyone who came out had a good time. Thanks to all those who helped man the NWPAC/SEVAC booth and volunteered equipment for demos. All in all, a successful show.

This month is our semi-annual software/hardware Swap Meet. For those new to our club who may not quite understand what a Swap Meet is, it is simply a get-together of Atari owners and users who want to buy or sell old software or hardware. For new Atari owners, it is a chance to grab some of those old Atari classics at bargain prices, discuss hardware and software with knowledgeable people, and see what's new. For old-time Atari users, it is a chance to sell off some of those old programs that have been gathering dust on the back shelves and maybe pick up something new. Our only ground rule is that all software sold be original disks only, preferably in the original packages with manuals and other support documents. NO PIRATED SOFTWARE WILL BE PERMITTED. Last year we had close to 200 people at our Swap Meet and this year promises to be even more popular. So, come on out this Saturday, 10am to Noon, at Faith United Methodist Church.

COMING ATTRACTIONS:

Taking a look ahead, November's meeting is planned as a forum on ST and 8-bit utilities. What's a utiltiy program? They're those useful little programs (many of them public domain) that make using your computer a little easier. We'll be demonstrating the best of them for you.

Coming up in the next few months are forums on databases, spreadsheets and other popular productivity programs. (After all, Atari computers can do more than play games!)

ATARI PRODUCT UPDATES

By Nat Friedland, Antic Editor
Sept. 1987

Just as this issue went to press, Antic was invited to visit Atari and preview the new SLM804 Laser Printer in action.

While we were in the Atari Engineering Department observing their laserprinter crank out ultra-sharp pages, on a workbench behind us was a line-up of seven Atari PC clones. These IBM-compatible Ataris were running a wide range of MS-DOS software, from Lotus 1-2-3 to Flight Simulator II.

According to Atari Marketing Communications Director Neil Harris, those PCs were a pre-production test shipment. In a manufacturing start-up timetable, this would put the PCs about 30-45 days behind the 2-megabyte Mega 2 and 4Mb Mega 4 three-piece STs.

The first production run of Megas was shipped to software developers and isnow going on sale in Germany and France. Harris said that a major "rollout" of the Megas and laser printer would take place in October, with a series of regional dealer meetings. At that time, final prices for these products were tobe set.

Antic has just received a developer's 4-megabyte Mega 4 (with blitterchip), which will be covered in detail in coming issues of Antic and in the Spring 1988 issue of STart, The ST Quarterly.

We opened up our Mega's motherboard box and looked at the clean chip layout. Especially impressive was the wide-open Direct Memory Access which should make it easy to tap the power of the Mega for a variety of specialized hardware uses.

Of course, while at the Atari Corp. we also took advantage of the opportunity to check on the latest status of previously announced hardware for the 8-bit computers. According to Harris, the first cargo containers of the80-column XEP-80 display box (Antic, July 1987) and SX212 1200-baud modems had just arrived in Atari U.S. warehouses. We also heard that the XE Game System computers and many new XL/XE-compatible game cartridges were due to start reaching the stores in October.

However, the double-sided, double-density XF551 Disk Drive shown at the June Consumer Electronics Show (Antic, September 1987) will not

continued on page 14

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TELECOMMUNICATIONS CORNER

by Lee Whiteside, SEVAC

One note for ST owners to start off this months column. There's a new ST BBS, the ST BASE BBS at 978-9657.

PC PURSUIT

One of the newer telecommunication services is Telenet's PC Pursuit. For a charge of $25 a month, you can call computer Bulletin Board Systems (BBSs) in 25 major cities during non-prime hours for no additional charge.

I signed up for the service a couple of months ago and have used it enough to pass along some helpful information as well as some other thoughts on the service.

HOW DOES PC PURSUIT WORK?

To use PC Pursuit, all you have to do is call a local access number and enter in your ID and password along with the area code of the city (or node) you want to connect to. Once connected, you can dial out to any BBS or computer that is a local call in that area. In some cases, there are other area codes with exchanges accessible from that location as local calls. The Washington DC 202 node is a good example of this, with many BBSs in Virginia and Maryland available from that node.

MAKING USE OF PC PURSUIT

In order to get full use of the service, you need to know the numbers of BBSs to call. That's the biggest stumbling block when you first get started. Telenet has attempted to help out with this with The Net Exchange BBS to support PC Pursuit users. On The Net Exchange, there is a message base where BBSs can be advertised as well as a message base for getting help from the PC Pursuit technical staff. At one time, Telenet compiled BBS lists for the cities accessible through PC Pursuit, but have discontinued those for reasons which I never did find out. Without a comprehensive or accurate BBS list, you're pretty much dialing in the dark.

MAKING THE CONNECTION

One problem with connecting up to any BBS is getting past the busy signal. With PC Pursuit, you quite often have a busy signal in trying to connect up to a node.

Telenet is working on epxanding their capacity, but for the time being, many of the exchanges are hard to get onto during the evenings and at times on the weekends. I have discovered that it is not near as busy at 300 baud as it is at 1200 baud, most likely due to some hardware being dedicated to 300 baud only. So if you need to connect up to a certain exchange, having some patience can be a plus when you can't get through at 1200 baud.When you are trying to connect up to s BBS, you can use the standard Hayes type commands to control the modem that is dialing out (i.e. ATDT 5551234). However, this method doesn't give you much feedback on what is happening. You either get connected or get a "BUSY" response.

Also available to use, although not officially supported by Telenet, is a Racal-Vadic command mode which gives you much more information. To get there after you've connected to a node, type in "ATZ" followed by RETURN, then a "Control-E" and the another RETURN. At this point you'll get a "HELLO:I'M READY" prompt. Type a "D" to dial and then enter the phone number. It will respond with a "Dialing" prompt and then with "Ringing" or "Busy" if you don't get connected right away. You can also re-dial using "R" if you got a "Busy" response. You can also get a list of possible commands by typing a "?".

FINDING OUT WHO TO CALL

As I mentioned earlier, you need some comprehensive BBS lists to really get your moneys worth out of PC Pursuit. Since Telenet is lacking in this area, there are other sources to get numbers to call. One source of particular interest to Atari users is The Atari ST BBS "Hotlist" put together by Thomas Zelinski of the Hotline BBS at 703-683-3944 (accessible through the PC Pursuit 202 node). The Hotlist is a list of ST oriented BBS across the country that is distributed on a Share-ware basis. the list is updated bi-annually and you can get monthly updates by mail for $5 for six months. It is available on many services and BBSs (including Magrathea at 602-833-9216). I found it to be very accurate and a great help getting started with PC Pursuit.

GETTING STARTED WITH PC PURSUIT

Telenet offers an information BBS "In Pursuit of.." at a toll free number for you to get information on the service at 1-800-835-3001. They also have a voice line at 1-800-TELENET. The Net Exchange BBS is at 703-689-2987 and is accessible through Telenet directly for PC Pursuit subscribers or through the Washington DC 202 node via PC Pursuit.

STAR TREK ST PREVIEW

by Steve Dunphy, RI ACE
Reprinted from May 1987 R.I. Reporter

I have just witnessed the most incredible, realistic space game for the ST! It is called STAR TREK and is put out by Simon and Shulster. It must have been a beta test version, because when I called Simon and Shulster, I asked them about it because I wanted to order it. They didn't know anything about it. Strange, here is the ultimate space game for all Trekkies in the Universe with ST's and they don't even know about it. Maybe it is being done by another software designer out of house and will be distributed by Simon and Shulster. Well, after they see the fever that this review will cause, they definitely will take credit for it!

Star Trek opens with a digitized "Space, the final frontier..." right off the sound track of the TV series. It sounds real good to my pointed ears! Next thing you know, the theme is being played in non-digitzed sound. It finishes loading and you see a screen with a picture of the Enterprise's bridge with Capt. Kirk, Sulu, Spock, Dr. McCoy, Scotty, Chekov, and Uhura all at their respective stations. Now if that is not enough to drive a Trekkie nuts, then what I saw next will. It is entirely mouse driven and you click on each individual to get to his functions. Spock for star chart info and damage report, Chekov for battle staions, Uhura for communications reports, Scotty for Warp and impulse drive stats, and Dr. McCoy for the health status of your bridge command. Capt. Kirk has the final commands of affirming warp out and transporting down to a planet.

The game plays alot like Sundog and Star Raiders rolled up into one. First thing you do is to find a system on Sulu's star chart. It has a listing of the stars and when you click each one on it, tells you where it is located and how long it will take to get there. You click on 'Set Course' and the line between the middle dot, which is representing the Enterprise, and the star turns green. Next, you go to Sulu's icon and click on the warp drive indicator to a selected warp speed. You then click on Capt. Kirk and you warp out to your destination. Don't go faster than warp 9, because Scotty will come on and warn you that "we'll blow up any minute now, if ya keep dis up Captin" in a clear digitized voice that had me stunned. The clink sound you hear next will be an indicator that you have arrived at the system.

Next, you have to choose the icon in Sulu's console that looks like a solar system. Click on Spock and he will show info on the screen that will tell you in the system is Independent, Klingon, Romullon, or Federation. Also click on the icon representing the planets on the solar system screen and you will see what type it is. Some serve no known purpose to this author (hopefully, they will, since many have some pretty neat titles, like "leeching planet", and "robot fortress"). Others have functions like a "repair drone", "energy station", and "inhabited planets". The inhabited are what you can beam down to. So you set your orbit for a selected planet and click on the impulse engines. You will see your ship icon going around the solar chart with a dotted line to the preselected planet. Once you reach the planet, Mr. Sulu comes on in a digitized voice saying,"Now in orbit, Sir". Sometimes you hear the communications whistle when you enter orbit. Click on Uhura and she will receive the message. This message is useful to the playing of the game. If the planet is inhabitable, you can beam down.

Scotty, Beam me up, Kirk Out

Click on Capt. Kirk and the transporter box will be shown. Click on the box and you will see all seven crew member's faces along with the round transporter base. Click on each face you want to beam down and then click on the transporter. You will be greeted by digitized sound in the form of the actual transporter sound from the TV series. Neato! Next, you will be on the planet and will have to get of discover something there.

When you meet an obstacle, click on your crew and wee if you want to take their advice. Sometimes, it will end in hurting your party and you will have to beam back up. When this happens, click on McCoy's icon and you will see each person represented by their faces and a health bar underneath them indicating how fast they are healing. I never

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ATTENTION NEWSLETTER EXCHANGE EDITORS:

If you are as tired of typing in articles from other newsletters as I am, then I've got great news for you.

All articles from this and selected articles of prior issues of *Nybbles & Bytes* are available for downloading off the Nybbles & Bytes BBS.

Categories are as follows:
Reviews, Programming, General Interest, 16 Bit, 8 Bit, etc.

Text files are located in drive A. Identical ARC'd files (for faster downloading) are located in drive B.

Download what you need, but please upload something in return, so others (including me!) can benefit from the enormous amount of great articles that are written by the Atari community.

BBS hours are Friday and Saturday nights from 10 pm to 7 am (Arizona time*)the following morning. The number is 1-(602)-265-7849

*(Arizona does not switch to daylight savings time during the summer and is then the same as Pacific Daylight Savings Time.)

STAR TREK

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saw a member of the crew die, but I wouldn't rule it out. Next, if you find something, beam it up and put it in storage aboard the Enterprise. It will come in handy as you comb the galaxy.

Warp out and find another star system to visit. But watch out for Klingons, Romullans, and rebel ships; they will attack you. If they do, you will hear " Battle stations. This is not a drill." digitized sound with Kirk's voice. Click on Chekov and activate the phasers or photon torpedoes. Go to the round tactical grid and click on the yellow ship indicators. You will then see a vector drawn Klingon, Romullan, or rebel starship. Hold the mouse button over it and you will hear Chekov say, "Locked on target, Sir". Bring the mouse back and click on one of the squares in each corner and you will see either a phaser of photon torpedo fire at you adversaries. You even hear it firing in digitized sound like you heard it on TV! This is most impressive and if you destroy the Klingon ship, Scotty comes on and says, "Gut 'im, Captin"! This blew my socks off! If you win, you can continue to search the galaxy. If you lose, you will see Mr. Spock's face on the screen with his digitized voice (and raising an eyebrow) razzing you with, "I never did understand humans...".

All in all, the game is by far the ultimate space game for any computer! It has action, excellent graphics, is completely mouse controlled, digitized sound that will make you feel like you are there on the Enterprise's bridge, and game play to make it the best selling game for any computer. If Simon and Shulster holds this back, they are crazy! It's worth $100.00. And I ain't one to pay more than $30 dollars for a program.

It has a load and save option so you can save your current game and play it later (you can save only one game, though). The one thing lacking, and it will come with the manual and the released program, is the object of the game. I assumed from messages and game play that your mission is to put down the rebellion and defeat the Klingon invasion. You would be wise to document all the star systems and make it a point to record what each planet has on it and record where repair drone stations are.

When STAR TREK is released, BUY IT! It is the ULTIMATE, best space game there is for any computer. It will be to the ST what Star Raiders was to the 800. People will but an ST just to play STAR TREK!

(STAR TREK is currently unreleased. The version I saw was probably a beta version. How this person got it, I do not know but I would urge all of you to buy this program! It is a bargain at any price and it may be supported with more galaxy disks. Please call Simon and Shulster and ask them to release STAR TREK soon. Pre-order it!)

UPDATE

continued from page 8

be scheduled for manufacture until programming of the new operating system is successfully completed.

SEVAC NOTES

by Lee Whiteside, SEVAC

Two new stores have opened in the SouthEast part of the valley. One is a Copperstate Business Systems store in Chandler on Arizona Ave, South of Warner. Also just opened in Fiesta Mall is a new Computer Store on the lower level, next to Sears. They carry both 8-bit and ST software. And, with the purchase of Federated by Atari, there should be more Atari software and hardware in those stores soon.

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Oct. 10 at 10AM

Next SEVAC meeting:
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3234 S. Fair Lane
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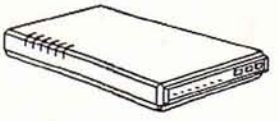

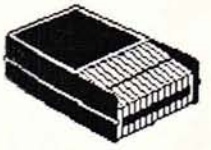

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